

## C l a i m s

1. A system for managing handicap data during a game of golf, said system including:
- 5 a golf club information system with access to information regarding the identity of individual golf players, handicap information for each registered golf player, and golf course information,
- c h a r a c t e r i z e d i n first and second
- 10 electronic means for storing and processing scores during said game,
- each of said first and second electronic means being adapted to fetch identity and handicap information for at least one player, as well as golf course information from
- 15 15 said golf club information system before a game session commences,
- each of said first and second electronic means being adapted to receive score data for said player(s) during the game session,
- 20 said first and second electronic means being adapted to exchange the score data, compare the data entered and verify the correctness of said data,
- and wireless communication means for transferring the verified score data to the golf club information system, said
- 25 golf club information system being adapted to compute an updated handicap value for said player(s) from the verified score data and store said updated handicap value.
2. A system as claimed in claim 1,
- 30 c h a r a c t e r i z e d i n that said first and second electronic means are adapted to store a backup copy of the verified score data.
3. A system as claimed in claim 1,
- 35 c h a r a c t e r i z e d i n that said first and second electronic means are separate handheld units, the score data being transferred between the units by said wireless communication means.

4. A system as claimed in claim 1,  
c h a r a c t e r i z e d i n that said first and sec-  
ond electronic means are separate processes running in a  
5 common handheld unit, the score data being transferred be-  
tween the first and second electronic means internally in  
the unit.

5. A system for managing handicap data during a  
10 game of golf, said system including:  
a golf club information system with access to information  
regarding the identity of individual golf players,  
handicap information for each registered golf player, and  
golf course information,  
15 c h a r a c t e r i z e d i n first and second  
portable electronic means for storing and processing  
scores during said game,  
each of said first and second electronic means being  
adapted to fetch identity and handicap information for at  
20 least one player, as well as golf course information from  
said golf club information system before a game session  
commences,  
said first and second electronic means being adapted to  
receive score data for said player(s) during the game  
25 session,  
said first and second electronic means being adapted to  
transfer score data to the golf club information system  
by wireless means during the game session, the golf club  
information system being adapted to compare the data  
30 entered, verify the correctness of said data, compute an  
updated handicap value for said player(s) and return the  
updated handicap value to the respective electronic  
means, whereby said first and second electronic means  
will receive updated handicap values during the game.

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6. A system as claimed in claim 5,  
c h a r a c t e r i z e d i n that said first and sec-  
ond electronic means are separate handheld units.

7. A system as claimed in claim 5,  
c h a r a c t e r i z e d i n that said first and sec-  
ond electronic means are separate processes running in a  
5 common handheld unit.

8. A system as claimed in claim 3, 4, 6 or 7,  
c h a r a c t e r i z e d i n that said units are  
dedicated electronic units.

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9. A system as claimed in claim 8,  
c h a r a c t e r i z e d i n that said wireless  
communication system is based on IR, Bluetooth, 430 MHz  
communication, or another Radio Frequency communication  
15 system.

10. A system as claimed in claim 3, 4, 6 or 7,  
c h a r a c t e r i z e d i n that said units are Per-  
sonal Digital Assistants and/or cellular phones and/or play  
20 terminals, said first and second electronic means being ap-  
plications loaded from said golf club information system  
before said game commences.

11. A system as claimed in claim 10,  
25 c h a r a c t e r i z e d i n that said wireless  
communication system is based on IR, and/or a short range  
Radio Frequency communication system, and/or GSM, GPRS,  
UMTS.

12. A system as claimed in claim 1 or 5,  
30 c h a r a c t e r i z e d i n that said golf club in-  
formation system comprising a local server with a local da-  
tabase.

13. A system as claimed in claim 12,  
35 c h a r a c t e r i z e d i n that the local server is  
connected to a regional server with a regional database  
holding handicap data.

14. A system as claimed in claim 13,  
c h a r a c t e r i z e d i n that the local server  
and/or the regional server is equipped with a web inter-  
5 face.

15. A system as claimed in claim 1 or 5,  
c h a r a c t e r i z e d i n that said golf club in-  
formation system comprises a local terminal connected to a  
10 regional server with a regional database holding handicap  
data.

16. A system as claimed in claim 1 or 5,  
c h a r a c t e r i z e d i n that said golf club in-  
15 formation system comprises a regional server with a re-  
gional database holding handicap data.

17. A system as claimed in claim 15 or 16,  
c h a r a c t e r i z e d i n that said regional  
20 server includes a Web interface.

18. A method for managing handicap data during a game of  
golf, said method including the following steps:  
- loading handicap and golf course information for at least  
25 one player into a first portable electronic scorecard means  
from a golf club information system before a game session  
commences,  
c h a r a c t e r i z e d i n  
- loading handicap information for said player(s) into a  
30 second portable electronic scorecard means from said golf  
club information system before said game session commences,  
- entering score data for said player(s) into the first  
electronic means during the game session,  
- entering score data for said player(s) into the second  
35 electronic means during the game session,  
- transmitting the score data entered into the first unit  
to the second unit,

- comparing the data entered into the first unit with the data entered into the second unit,
  - verifying the correctness of said data,
  - transferring the verified score data to the golf club in-
  - 5 formation system,
  - computing an updated handicap value from the verified score data, and
  - storing said updated handicap value.
- 10 19. A method for managing handicap data during a game of golf, said method including the following steps:
- loading handicap and golf course information for at least one player into a first portable electronic scorecard means from a golf club information system
  - 15 before a game session commences,  
c h a r a c t e r i z e d i n
  - loading handicap information for said player(s) into a second portable electronic scorecard means from said golf club information system before said game session
  - 20 commences,
  - entering score data for the player(s) into the first electronic means during the game session,
  - entering score data for the player(s) during the game session,
  - 25 - transmitting the entered score data from the first electronic means to the golf club information system by wireless means during the game session,
  - transmitting the entered score data from the second electronic means to the golf club information system by
  - 30 wireless means during the game session,
  - comparing the data entered into the first unit with the data entered into the second unit,
  - verifying the correctness of said data,
  - computing an updated handicap value for the player(s),
  - 35 - storing said updated handicap value, and
  - returning the updated handicap value to the respective electronic means during the game session, whereby said

first and second electronic means will receive updated handicap values during the game.

20. A device for managing handicap data during a game of  
5 golf, including a Central Processing Unit (2.1), a memory  
(2.4), a user interface (2.3), external communication means  
(2.2), said memory (2.4) being adapted to receive and store  
golf score data for at least one player,  
c h a r a c t e r i z e d i n means for synchronizing  
10 the data stored in said memory (2.4) with data stored in  
other corresponding units.

21. A device as claimed in claim 20,  
c h a r a c t e r i z e d i n that said external  
15 communication means are wireless communication means.

22. A device as claimed in claim 20,  
c h a r a c t e r i z e d i n a Global Positioning  
System device connected to said device.